TAITO

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SUBHUNTER

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■Destroyer vs submarines . . . new explosive push-button warface

Down go the depth charges, up come the mines! You get the subs or the subs get you. Exploding depth charges and mines, realistic sonar echoes, sinking sounds . . . tremendous sound effects plus three dimensional color background scenery give players the full benefit of sea battle realism.

The actual fun and challenge of the game is to sink as many subs as possible while evading the upcoming mines by skillfully maneuvering the destroyer or by detonating them with depth charges. Subs move at random speeds and at different depths, making it extremely difficult to score direct hits on deep-going subs. The deeper the sub position, the higher the point when a direct hit is scored. To score a direct hit, the player must calculate the speed and depth of each sub and fire the depth charge at the right time and place.

■Scoring for marksmanship

Each time a submarine is knocked out of action, 10 to 80 points (depending on depth) are added to the score. Of course, deep-down subs—when sunken—give the player higher points because they are much harder to hit. But be careful! If the destroyer is hit by a mine, that cuts the score in half. When the game ends, a 30-point bonus is added for each sunken sub in the "graveyard." The highest score of the day is registered on the screen between games for challenging.

■90-second game time plus bonus play time

If the score is 500 points or higher at the game end, the player automatically gets an additional 45 seconds of excitement. The remaining play time is displayed on the upper, left corner of the screen.

■Operator-oriented merits

- In-battle sound effect; easy volume control

  Enlivening this complex and exciting war game are the sound effects that create the realistic sensation of an actual battle. Sound volume is easily adjustable, too. By simply opening the front panel, the volume control is within easy reach. Since the sound can be turned down, you don't end up with a silent war game in the long run, erasing the biggest thrill the game offers.

- High reliability; maintenance ease

  A solid state circuitry incorporating durable LSI's practically eliminates wiring trouble and malfunctions—factors that increase your profitability. Each game machine is provided with an easy-to-understand, complete maintenance manual—just in case.

■Specifications

Power supply	:	AC 90V, 100V, 110V, 220V, or 240V, voltage adjustable
Power consumption	:	140W
Dimensions	:	1,650 (H) x 650 (W) x 800 (D) mm
Weight	:	85 kg.

TAITO TAITRONICS

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